

HOW YOUR PARTNER BIDS IN BRIDGE BY ACTIVISION™

Your ACTIVISION computer bridge partner follows a very precise series of steps when reviewing your bids and selecting his response bids. These steps are reprinted here so that you may understand what your partner is thinking and telling you when he bids. **We do not recommend that you try to follow these steps yourself when you are playing with a human partner.** They are limited, by necessity, for computer use only. This booklet is provided for your reference when playing Bridge by ACTIVISION.

Your computer partner uses an abridged form of the standard American point-count bidding system. He will not make opening bids and will pass any opening bid by you that is not 1 or 2 of a suit or 1, 2, or 3 No-Trump. He uses and recognizes the Stayman and Blackwood conventions.

Your partner counts his points and ranks suits as shown below and follows the steps outlined in each response category **in the order shown** until he finds a suitable bid.

COUNTING POINTS

The computer determines the total point count of his hand by adding high card and distribution points and subtracting discount points, as follows:

High card points: Each Ace = 4 points, King = 3 points, Queen = 2 points, and Jack = 1 point.

Distribution points: Each void = 3 points, singleton = 2 points, doubleton = 1 point.

Discount points: Singleton King, Queen or Jack = -1 point. Doubleton to Queen or Jack = -1 point. Tripleton to Jack = -1 point.

(Void means no cards in a suit; singleton, only one card in a suit; doubleton, two cards in a suit; and tripleton, three cards in a suit.)

SUIT RANKING

Rank order (lowest to highest) is Clubs, Diamonds, Hearts, Spades, No-Trump. The major suits are Spades and Hearts; minors are Diamonds and Clubs. The cheapest suit is the next suit in rank.

RESPONSES TO OPENING BIDS

First response to 1 of a suit opening

If computer's total points are:	And...	His bid is:
0-5 points	That's all...	Pass
6-9 points	You bid major; he has more than 4 cards in your suit and more than 1 distribution point	4 of major
	You bid major; he has more than 2 cards in your suit	2 of major
	He has suit that can be bid at 1 level and is longer than all other suits	1 of suit
	He has 2 or more suits that can be bid at 1 level that are equal in length...	
	Length = 4 cards	1 of lowest suit
	Length over 4 cards	1 of highest suit
	You bid minor; he has more than 3 cards in your suit	2 of minor
	His high card points are over 5	1 No-Trump
	None of the above	Pass
10-12 points	He examines suits other than one you bid and sees...	
	One suit longer than any other suit	Cheapest bid of suit
	Two or more suits same length:	
	Length under 5 cards	Cheapest bid of cheapest suit
	Length = 5 cards or more	Cheapest bid of highest suit
13-15 points	You bid major; he has more than 3 cards in suit	3 of major
	His distribution points = 0-1, high card points over 12	2 No-Trump
	None of the above.	Proceed as in 10-12 points
16-18 points	His distribution points = 0-1	3 No-Trump
	Otherwise	Proceed as in 10-12 points
19+ points		Proceed as in 10-12 points, but once he has a suit to bid, he jump shifts (bids one more than the next highest bid in that suit)

First response to 2 of a suit opening

If computer's
total points are:

0-5 points

And...

He has more than 2 cards in your suit

He has anything else

He has more than 2 cards in your suit

Otherwise

His bid is:

Game (4 of major or
5 of minor) in suit

2 No-Trump

3 of suit

Proceed as in
responses to 1 of a
suit, 10-12 points.

6+ points

First response to 1 No-Trump opening

If computer's
total points are:

0-7 points

And...

He has more than 4 cards in a suit other
than Clubs

Otherwise

He has exactly 4 cards in one or both
majors

He has more than 4 cards in either major

His bid is:

2 of suit

Pass

2 clubs (Stayman)

8+ points

8-9 points

—

3 of major

10-14 points

—

2 No-Trump

15-16 points

—

3 No-Trump

17-18 points

—

4 No-Trump (Note:
not Blackwood)

19-20 points

—

6 No-Trump

21+ points

—

5 No-Trump

7 No-Trump

First response to 2 No-Trump opening

If computer's
total points are:

0-1 points

And...

That's all...

His bid is:

Pass

2+ points

He has exactly 4 or 5 cards in one or both
majors

3 clubs (Stayman)

He has more than 5 cards in a major

4 of major

2-8 points

—

3 No-Trump

9-10 points

—

4 No-Trump (Note:
not Blackwood)

11-12 points

—

6 No-Trump

13-14 points

—

5 No-Trump

15+ points

—

7 No-Trump

First response to 3 No-Trump opening

If computer's total points are:	And...	His bid is:
0-6 points	That's all...	Pass
6+ points	He has exactly 4 or 5 cards in one or both majors	4 Clubs (Stayman)
	He has more than 5 cards in a major	5 of major
6-7 points	—	4 No-Trump (Note: not Blackwood)
8-9 points	—	6 No-Trump
10-11 points	—	5 No-Trump
12+ points	—	7 No-Trump

FURTHER RESPONSES

Once you have opened, your computer partner has responded, and you have bid again, he responds as follows:

—He will pass any bid of 5 clubs or more unless replying to a Blackwood bid.

—If you bid Blackwood (4 No-Trump), he responds as follows:

He has	He bids
0 or 4 Aces	5 Clubs
1 Ace	5 Diamonds
2 Aces	5 Hearts
3 Aces	5 Spades

—If you have bid 4 No-Trump (Blackwood) and then bid 5 No-Trump, he responds as follows:

He has	He bids
0 or 4 Kings	6 Clubs
1 King	6 Diamonds
2 Kings	6 Hearts
3 Kings	6 Spades

—If his last bid was 4 No-Trump (Blackwood), then he adds the number of aces you promised by your bid to those in his hand and proceeds as follows:

If a total of	He bids
0, 1 or 2 Aces	Pass if at agreed suit; 5 of agreed suit if he can; or 5 of next suit in rank
3 Aces	6 of agreed suit
4 Aces	5 No-Trump (ask for Kings)

—If his last bid was 5 No-Trump (Blackwood), then he adds the number of Kings you promised by your bid to those in his hand and proceeds as follows:

If a total of	He bids
4 Kings	7 of agreed suit
Otherwise	Pass if at agreed suit; 6 of agreed suit if can; or 6 No-Trump

If none of the preceding holds true, he must make two decisions before bidding next:

1. Does the partnership have enough points for game or slam? (See below)
2. Has a suit (or No-Trump) been established?

He estimates your points by reviewing the bidding as follows:

Your opening:	Your second bid:	Your Minimum-Maximum Point Range:
2 of a suit	—	22-25
1 No-Trump	—	16-18
2 No-Trump	—	22-24
3 No-Trump	—	25-27
1 of suit	Cheapest No-Trump	13-15
1 of suit	Jump in No-Trump	19-21
1 of suit	3 of same suit (if not cheapest bid of suit)	16-18
1 of suit	3 of different suit	19-21
1 of suit	Jump shift	19-21
1 of suit	2 of different suit and second suit is higher	19-21
1 of suit	Cheapest bid of same suit	13-15
1 of suit	Single raise of computer suit	13-15
1 of suit	Double raise of computer suit	16-18
1 of suit	Triple raise of computer suit	19-21
1 of suit	No further bids yet	13-18
1 of suit	More than 2 bids	13-15

Once the computer has estimated your minimum and maximum points, he computes the total estimated partnership points by adding your points to his.

The total partnership points needed to bid to game or slams are as follows:

To bid:	You need:
Game	26 points for major suit or No-Trump; 29 points for minor
Small Slam (6)	33 points for any suit or No-Trump
Grand Slam (7)	37 points for any suit or No-Trump

Once total points are estimated, he then estimates the number of cards in your suit, as promised by your bidding:

Your bids:	Length promised:
You opened 2 of major suit	6 cards in your suit
You opened 2 of minor suit	5 cards in your suit
You opened 1 of major suit	5 cards in your suit
You opened 1 of minor suit	4 cards in your suit
You rebid a suit	1 more card for each rebid in your suit

Your bids:**Length promised:**

You supported his
suit directly

4 cards in his suit

You supported his
suit, but not directly

3 cards in his suit

Once points and suit lengths have been estimated, he uses the following rules:

- If total length (yours promised plus his hand's length) in a major totals 8 or more cards, he will bid major (see below).
- If he has not shown you his complete length in one of his majors (whether or not he has previously bid it), he will bid as follows:
 - 0-11 points Cheapest bid in major
 - 12+ points Jump in major, or cheapest if above 4 level
- If total length in a minor is 9 or more cards, he will bid minor (see below).
- If you bid No-Trump, or if he has stoppers (honor cards that have not been discounted) in all unbid suits, he will bid No-Trump (see below).
- Otherwise, if there are enough points for game, he will bid the cheapest bid in the longest minor.

BIDDING AN AGREED SUIT OR NO-TRUMP

- If the maximum of partnership points exceeds 32, bid 4 No-Trump (Blackwood).
- If the minimum number of partnership points exceeds 25 for major or No-Trump or 28 for minor, bid game (3 No-Trump, 4 major, 5 minor).
- If the maximum partnership points exceed 25 for major or No-Trump or 28 for minor, bid one less than game, if possible; if not, bid game. Otherwise, bid cheapest bid in suit. If bid is at game level, pass if last bid was in same suit.
- Otherwise, bid cheapest bid in suit. If last suit bid was same suit, pass.

TO SUMMARIZE FURTHER BIDDING

- If there is an agreed-upon suit, go to slam or game if enough points.
- If no agreed suit, try No-Trump.
- Otherwise, if you have enough points for game, keep bidding until you get to game.

See **Instructions** for Bridge by ACTIVISION for full details on bidding and playing procedures.

The logo for Activision, featuring the word "ACTIVISION" in a bold, red, sans-serif font. The letters are slightly stylized, with the "A" and "I" having a unique shape. A small "TM" trademark symbol is located to the right of the word.

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